

GAME OBJECTIVE

The wolf wants to play with the farm animals, but he knows that they are scared of him. So he has put on his new 'farm animal'-onesies to trick them... Spot the right combinations, be the first to make the correct animal sound and collect the most cards to win.

SET UP

- Shuffle all 78 cards face down and place 1 card face up in the middle of the table. This card will be 1 of 2 playing piles. If it is a wolf card, put the card back in the middle of the deck and place a new card.
- Divide all the remaining cards (more or less) equally between all players.
- Place your deck of cards face down in front of you.

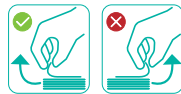
PLAY & ADAPT

The player on the left of the dealer starts by flipping the top card of their deck face up next to the open card on the table. Play continues clockwise.

During play, there must always be 2 face up piles, so if a pile is empty (after winning cards) you must play there first. Otherwise, players can choose which pile to flip their cards on.

NOTES

Be sure to flip the card open outwards so all players will see it at the same time.



CORRECT COMBINATIONS

After a new card is flipped, all players look for combinations between the 2 piles. In order to win cards, you must be the first to place your hand on one of the piles whilst making the right sound!



SAME ANIMAL

If the 2 top cards show the same farm animal (no matter if the background is day or night), make the sound of that animal and win all the cards in the pile you tapped!



SUM = 7

If the sum of the numbers on the 2 cards is 7, yell 'Whooo!' (wolf sound) and win all the cards in the pile you tapped!

NOTES

- If the same animal is visible AND the sum of the numbers on the 2 cards is 7, then you MUST yell 'WHOOO!' to win all the cards in the pile you tapped!
- If 2 players simultaneously tap the same pile, the player that makes the right sound first wins all the cards in that pile.
- If 2 players simultaneously tap a different pile and make the right sound, both win the pile they tapped, minus 1 card that must be left on each playing pile (but these cards have no combination effect yet).
- When you win cards, place them in a face up stack in front of you.
- If a player runs out of cards to flip, then either pass him some cards or just skip him.
- If a player makes any sort of mistake, they must divide all the cards in the pile they tapped in clockwise order to all other players, who will add these cards to their pile of won cards.

WOLF CARDS



If a wolf card is flipped open, you must be the first to place your hand on the wolf card whilst making the right sound!

- If the open card on the other pile is a DAYLIGHT card, the animals can recognize the wolf. In this case, yell 'WHOOO' and win all the cards on the wolf pile!
- If the open card on the other pile is a NIGHTTIME card, the animals cannot recognize the wolf. In this case, make the sound of the animal that the wolf is disguised as with his onesie and win all the cards on the wolf pile!

DAYLIGHT CARD



WHOOO!



NIGHTTIME CARD



MOOO!



END OF THE GAME - THE WINNER!

The game ends when all cards have been flipped open and no more valid combinations can be found. Now every player counts their won cards.

The player who collected the most cards, wins the game. In case of a tie, the player with the most wolf cards wins. Otherwise it is a tie.



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